# DOG BOYS

*Accursed Mischief Makers*

**Habitat:** Any wilderness; **Treasure:** Any

Nobody knows the true origins of the dog boys. It is suspected they are cursed either by some ancient magic emblazoned onto the land of a forbidden place, or by the actions of a witch who took issue with the poor souls. Whatever the root cause of their curse, these vicious creatures now roam roads and other well travelled places in packs of a dozen or more, seeking food and mischief. It is said their curse may be lifted by powerful magic, or if they can be convinced to perform three kind deeds.

### DOG BOY MISCHIEF

| 1d4 | The Dog Boys Latest Bit of Troublemaking... |
|---|---|
| 1 | Ransacking carts in the city market, running off with whatever they can carry. |
| 2 | Holding a contest to see who can come up with the most creative insult for travellers passing under a bridge. |

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|---|---|
| 3 | Barking loudly at hunters right before they loose their arrows, making it impossible for the village to gather food. |
| 4 | Digging up, and looting, graves in the local cemetery. |

**ALPHA DOG BOYS**
If a pack of dog boys grows large enough, sometimes a member of their rank will be recognized as their uncontested leader. Such individuals have the same game statistics as a standard dog boy, but with the following additional trait;

***Aura of Authority.*** While in a 15-foot Emanation originating from the alpha, the alpha and its allies have Advantage on attack rolls and saving throws, provided the alpha doesn't have the Incapacitated condition.

# Dog Boys

*Medium Humanoid, Neutral*

**AC** 14 **Initiative** +4 (14)
**Hit Points** 37 (5d8 + 10)
**Speed** 35 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 14 | +2 | +2 | **DEX** 15 | +2 | +4 | **CON** 14 | +2 | +2 |
| **INT** 10 | +0 | +0 | **WIS** 16 | +3 | +5 | **CHA** 16 | +3 | +5 |

**Skills** Intimidation+5, Perception +7
**Senses** Darkvision 60 ft., Passive Perception 17
**Languages** Common
**CR** 1 (XP 100; PB +2)

## Traits

***Curse of the Hound.*** If a dog boy is convinced to perform three deeds of kindness, or subjected to a Remove Curse cast at 7th level or higher, their curse is lifted and they magically transform back into their true form.

***Pack Tactics.*** The dog boy has Advantage on attack rolls against a creature if at least one of the dog boy's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

## Actions

***Multiattack.*** The dog boy attacks with its Bite and its Shortsword.

***Bite.*** *Melee Attack Roll:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

***Shortsword.*** *Melee Attack Roll:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, and the dog boy has Advantage on the next attack it makes before the start of its next turn.

## Bonus Actions

***Distract.*** The dog boy targets a creature it can see. As long as they remain within 5 ft. of the target, they have Disadvantage on Dexterity Saving Throws until the start of the dog boy's next turn.

***Harry.*** *Strength or Dexterity Saving Throw:* DC 13, one creature within 5 feet. *Failure:* One item not being worn by the target (chosen by the DM, or at random) is taken by the dog boy.

***Verbal Roasting.*** *Wisdom Saving Throw:* DC 13, one creature within 60 feet who can hear. *Failure:* The target must use their next action to make an Unarmed Strike, Weapon Attack, or Spell Attack against the dog boy with Disadvantage.

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*The Monstrous YouTube Video This Came From:* ***Just Dog Boys Doing What Dog Boys Do***

*Created in compliance with the Dungeons & Dragons SRD 5.1*

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